

★ A SOFTWARE ADVENTURE

The Hobbit



Once you begin, you
may never want it to end.

Available only at
Lionsgate Software

Inside Information for a Thief in the Night

To Load The Thief

Commander 41.1/28 Version

1. Turn on the disk drive, the computer, and the monitor. When the red "in use" light on the disk drive is off, insert Side A of the Thief's Disk onto the floppy, up and well.

2. At the READY prompt type **LOAD ***.A** (Return). If you are using a Commander 128, be sure that you are in M mode and that your disk drive is properly aligned for Commander 41 software (press M mode with the **COM** (down) key).

3. The program takes about two minutes to load. The music begins about one minute into loading.

4. Type **W** if you want pictures. Flip the disk to Side B (Return). Be sure that the red "in use" light is off before removing or inserting the disk.

5. When the game begins, you will see the word **LOOK** in the command line

instead, and if pictures were chosen, the direction appears. Press any key to return to text. If the word **MOB** appears at the bottom of the adventure window, press any key to move the rest of the text.

6. To leave the program, type **QUIT** (Return) and remove the disk.

To Save Games in Progress

When you want to save a game type **SAVE** (Return), making sure that you are viewing Side B. Press Return. Type a number 1-8. The program immediately erases your game to disk. When the writing beam on Side B is filled, replace the program disk with a blank formatted disk (which will contain only saved Thief's games). It is a good idea to make a note of the location that correspond to the numbers because this is your only method of identifying the saved games. When the "in use" light goes off, insert the repaired side of the program disk. Press Return before continuing play. Type **LOOK** after you **LOAD** a saved game to see where you are.

To Print

Type **PRINT** (Return), then turn on your printer. While you are using the **PRINT** function, the program graphics are not displayed. To view pictures again, type **NOPRINT** and turn off the printer.

Notes and Tips

Be sure to read the user's guide for complete playing instructions.

Turn the computer off before loading The Thief. This ensures that residual memory is completely cleared out.

You can make a backup copy of Side B only. It contains the graphics for the game and holds up to eight saved games. Do not cover the left write-protect notch on the disk.

The function keys may be used to move North, East, South, West, Open, Load, and Off.

The disk will not load if a picture or any other peripheral is attached to the disk drive. If the program fails to load,

detach all peripherals from all the computer and start again. The printer can be reattached when the program is loaded. If the program still fails to load, try typing **LOAD*THIEF*BACK*.A** in the READY prompt.

If you are using any non-Commander equipment, please refer to the back of the package and the Software Compatibility Information on page 4 of the user's guide.

A Note in Letters

This package includes a Software Warranty Registration card. Please complete and return this card to be eligible for additional support and to receive information about new software disks. Turn to page 4 of the user's guide for complete warranty information.

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